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THE ELEA ONLINE TRAINING PLATFORM

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Keywords: eLearning; item-level feedback; computer-based training

One of the main challenges of school education is that there are large, dynamically changing differences between students (Cohen & Lotan, 2014). Heterogeneous classrooms have several pedagogical advantages, but it is difficult to adjust instruction to the diverse needs of students at different developmental levels. Technology may contribute to personalizing instruction and adjusting teaching and learning processes to the individual needs of students in two major ways: (1) with frequent assessment that monitors development and diagnoses learning problems and (2) that delivers customized compensatory instruction as needed (Csapó, Lőrincz, & Molnár, 2012). The project which this study stems from has been addressing both ways. (1) eDia, an online assessment system has been designed for collecting information (Molnár & Csapó, 2013), while (2) the main function of eLea is the delivery of additional, personalized training. The aim of this paper is to provide a first introduction to eLea, and to show how the use of technology can support assessment-based personalization of learning. eLea provides an easy-to-use online platform with built-in task-writing and editing modules. The system is able to manage a large number of training tasks that can be assembled into (playful) online exercises (and games) with great flexibility. The primary functions of the online training sessions are compensating for developmental deficiencies and accelerating the development of some specific and general skills that are crucial for further learning. Building the eLea platform started in 2016, and since then several games and exercises have been devised and piloted (see edia.hu/elea). In its present form, the eLea platform is open for teachers. They can compile playful exercises out of the items available in the eDia item banks, customized for their own teaching activities. The delivery module of eLea makes training sessions possible to administer from any available device (e.g. desktop computers or mobile tools) equipped with an internet browser. The user friendly item builder module makes it possible to develop training tasks with the features of first, second and third-generation assessment items. It also enables the creation of training tasks with an automated mechanism that changes their numeric values. Thus the platform can be used for interventions using innovative item types and new forms of stimuli such as interactive, dynamically changing elements. The eLea system offers automated item-level scoring, which makes immediate task and item-level feedback possible. In educational practice, the implementation of the eLea system opens the road for individualized, personalized intervention and learning. Further development of both the eDia and eLea systems makes it possible to connect them directly, reducing the need of teachers' time to supervise compensatory learning.

This study was funded by the OTKA K115497, the EFOP-3.2.15-VEKOP-17-2017-00001, and the EFOP-3.4.3-16-2016-00014 projects.